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Patent
10/824,243

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IN THE CLAIMS

Please cancel Claims 1-5 and 7-9 without prejudice and without disclaimer of subject matter.

1-9. (Canceled)

10. (Previously Presented) An apparatus for interfacing with a user comprising:
a first manipulandum to provide a first type of input from the user to a computer program,
wherein the first manipulandum comprises a joystick and wherein said joystick includes a
circular top; and

a second manipulandum disposed in close proximity to the first manipulandum to provide
a second type of input from the user to the computer program, wherein the second manipulandum
comprises a joy pad,

wherein the joy pad includes one or more inputs, and the circular top has a radius
that extends almost to a beginning of the one or more inputs of the joy pad, whereby a
user can simultaneously move the joy stick and depress one input of the joy pad with a
single digit.

11. (Original) The apparatus according to claim 10, wherein the circular top includes
a beveled edge.

12. (Previously Presented) An apparatus for interacting with a computer comprising:
a multifunction switch including a plurality of buttons to accept one or more discrete
inputs from the user; and

a joystick input device disposed in close proximity to the multifunction switch to accept
continuous input from the user,

wherein the joystick includes a knob disposed on a top of the joystick, said knob
having a circular top and extending in radius to the plurality of discrete inputs.

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13. (Original) The apparatus according to claim 12, wherein the joystick is disposed in a center of the multifunction switch.

14. (Original) The apparatus according to claim 12, wherein the multifunction switch includes a plurality of discrete inputs disposed in a cross pattern.

15. (Original) The apparatus according to claim 12, wherein the multifunction switch comprises a plurality of discrete inputs disposed in a circular pattern.

16. (Original) The apparatus according to claim 12, wherein the multifunction switch comprises a plurality of discrete inputs disposed in a star pattern.

17. (Canceled)

18. (Previously Presented) A method for interfacing a user and a computer program comprising:

coupling a joystick to a computer interface to provide first input from a user to a computer program executing on a computer;

coupling a joy pad to a computer interface to provide second input from a user to the computer program executing on the computer; and

disposing the joystick in close proximity to the joy pad so that a single user's digit can manipulate both the joystick and one or more buttons or positions on the joy pad,

wherein the joystick includes a knob disposed on a top of the joystick, said knob having a circular top and extending in radius to the plurality of directional inputs.

19. (Original) The method according to claim 18, further comprising:

performing predetermined operations in the computer program from a combination of inputs from both the joystick and the joy pad.

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20. (Original) The method according to claim 18, wherein the joystick is disposed in a center of the joy pad.

21. (Original) The method according to claim 18, wherein the joy pad includes a plurality of inputs disposed in a cross pattern.

22. (Original) The method according to claim 18, wherein the joy pad comprises a plurality of inputs disposed in a circular pattern.

23. (Original) The method according to claim 18, wherein the joy pad comprises a plurality of inputs disposed in a star pattern.

24. (Canceled)

25. (Previously Presented) The method according to claim 18, wherein the knob includes a beveled edge.

26. (Original) The method according to claim 18, wherein the joy pad includes a touch pad.

27. (Canceled)